

hide

- Click within the white grid and drag your mouse to draw obstacles.
- Drag the **green** node to set the start position.
- Drag the **red** node to set the end position.
- Choose an algorithm from the right-hand panel.
- Click Start Search in the lower-right corner to start the animation.

```
length: 16.49
time: 0ms
operations: 132
```

Project Hosted on [Github](#)

Select Algorithm

A*

Heuristic

- ☒ Manhattan
- ☐ Euclidean
- ☐ Chebyshev

Options

- ☒ Allow Diagonal
☐ Bi-directional

► Breadth-First-Search

Best-First-Search

Dijkstra

- ▶ **Jump Point Search**

Restart
Search

Clear Path

Clear Walls